

WHAT IS CLAIMED IS:

1. A behavior modification recording device comprised of a base panel with at least one removable card on the front of the base panel. Each removable card having marking indicia representing a positive reinforcer on the card's front side and marking indicia representing a punisher on the card's back side. There may be one or more cards attached to the base panel.
2. The recording device of claim 1 in which the card or cards attach to the base panel. The parent, caregiver or educator instruct the child on the function of the removable, double-sided cards.
3. The recording device of claim 2 in which the parent, caregiver or educator instructs the child that when the card is turned front-side out, the marking indicia correspond to a positive reinforcer and/or reward for the child.
4. The recording device of claim 2 in which the parent, caregiver or educator instructs the child that when the card is turned back-side out, the marking indicia correspond to the removal of a reinforcer and/or reward.
5. The recording device of claim 3 and 4 will allow the parent, caregiver or educator to keep a running record of desirable and undesirable behavior with the simple flip of one or more cards from the positively reinforcing front-side (i.e. smile depiction) to the punishing back-side (i.e. frown depiction). There may be any number of cards to represent any number of behavior or actions.
6. The parent, caregiver or educator will repeat claim 3 and 4 on an individualized basis, therefore allowing use of the invention in a variety of situations at a variety of ages and developmental stages.
7. When using the recording device of claim 1 with young children, there may be cards with pictorial representations of the desired behavior, act or reward on the front side with a positively reinforcing back-side.
8. The recording device of claim 3 and 4 can increase or decrease desirable or undesirable behavior. These behaviors may include, but are not limited to: potty training, hygiene, getting ready for daycare or school, watching TV, playing video games, arguing, lying, chore completion, homework, use of manners, swearing, etc.
9. A system for parents, caregivers and educators to discipline a child without spanking, yelling, ignoring or time-outs. The system is comprised of:

- (a) Said parent, caregiver or educator instructs the child in exactly which desired behavior or act will result in a positive reinforcer card being displayed on the base panel.
- (a1) Said parent, caregiver or educator decides how many positive reinforcer cards are needed for the child to receive a reward. This is conveyed to the child.
- (b) Said parent, caregiver or educator instructs the child in exactly which undesired behavior or act will result in a punisher card being displayed on the base panel.
- (b1) Said parent, caregiver or educator decides how many punisher cards are needed for the child to lose a reward. This is conveyed to the child.
- (c) Said parent, caregiver or educator may use the reinforcer card or cards as intrinsic rewards in and of themselves.
- (d) Said parent, caregiver or educator may pair the reinforcement card or cards with extrinsic rewards such as, but not limited to: money, edible treats, TV time, token toys or stickers, movies, addition of a privilege, video game playing time, books to be read at bedtime or trips to the playground. The rewards may be given after each behavior, act or at the conclusion of a succession of behaviors.
- (e) Said parent, caregiver or educator may use the punisher card or cards as punishers in and of themselves.
- (f) Said parent, caregiver or educator may pair the punisher card or cards with withdrawal of any of the rewards mentioned in (d). The withdrawal may occur after each behavior, act or at the conclusion of a succession of behaviors.
10. The system allows the parent, caregiver or educator to include the child in operationally defining the behavior or act necessary to receive a positive reinforcer and/or reward. The child can also participate in determining what will be the reward for performing the desired behavior or act. This allows the child to become an active participant in the process. The child then becomes interested and invested in the program.
11. The system allows the parent, caregiver or educator to include the child in operationally defining the behavior or act necessary to receive a withdrawal of the positive reinforcer and/or reward. The child can also participate in determining what will be withdrawn for performing the undesired behavior or act. This allows the child to become an active participant in the process. The child then becomes interested and invested in the program.

12. It is understood that pictorial representations may be used in place of the basic 'happy face' or 'smiley' and 'sad face' or 'frown' designations.

13. It is understood that various shapes, such as a circle or disc may be used in place of the basic rectangular shaped card.

The device and system of the present invention will be more easily understood upon consideration of the enclosed drawings.